

**International Study Centre**

**Computing and Engineering**

**XFX1073 Computing Module**

***Tutor Name: John Alamina***

***Project Title: Finding the areas of different shapes.***

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# 1. Project Introduction, Aim and Objectives

## 1.1 Introduction

* The project is about writing a C++ program to find the areas of different shapes.
* This program will be able to find area of circle, square, rectangle, and triangle.

## 1.2 Aim and Objectives

. Find total areas of shapes.

. Just need to enter the sides of square, height and base of triangle, radius of circle, length, and width of rectangle as input to get total area as output.

. Easily calculating areas of shapes.

. To make the user interface friendly.

# 2. Project Implementation

* Use draw.io to design the diagram of the project and repl.it to write the program.
* Two main classes named as Shapes class and Maths class, four sub-classes including circle class, triangle class, square class, rectangle class.
* Every function in this code is related to each other and use mathematical formulas to find their results.

# 

# 3. Project Results

**AREA OF CIRCLE :**

A screenshot of a computer screen

Description automatically generated

**AREA OF SQUARE:**

A screenshot of a computer screen

Description automatically generated

**AREA OF TRIANGLE:**

**A screenshot of a computer screen

Description automatically generated**

**AREA OF RECTANGLE:**

**A screenshot of a computer screen

Description automatically generated**

# 4. Project Conclusion and Future Work

## 4.1 Project Conclusion

This code is created for the very purpose of calculating the areas of different shapes such as circles, triangles, squares and rectangles, I have used PI and sqr for calculating the areas of some specific shapes.

## 4.2 Future Work

In future further development can be made on this program like finding the volumes, diameters, parameters, circumferences etc of the various shapes.

# References

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